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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

INVENTOR: Aaron T. Jones

DOCKET NO.: 112300-030

APPLICATION NO. 09/680,349

EXAMINER: Corbutt B. Coburn

FILED: October 5, 2000

ART UNIT: 3714

INVENTION: GAMING DEVICE PROVIDING PAY TABLE INFORMATION FOR A SYMBOL  
THROUGH SELECTION OF THE SYMBOL

Commissioner for Patents  
Washington, DC 20231

**SUPPLEMENTAL DECLARATION UNDER 37 C.F.R. § 1.132 OF AARON JONES**

Sir:

I, Aaron Jones, hereby state as follows:

1. I am currently employed as a Firmware Engineer Supervisor at IGT. My employment at IGT began in June, 1992. I am familiar with wagering gaming machines, the gaming machine industry, and the history of gaming machines.

2. On December 10, 2002, I executed a Declaration under 37 C.F.R. § 1.132 which was previously submitted for the above-identified application.

3. I have reviewed the outstanding Office Actions dated March 26, 2003, and June 6, 2002 for the above-identified application.

4. I have reviewed the presently claimed invention, specifically including Claims 1 to 8 and 11 to 49; and specifically, the pending independent claims in the above referenced application which are as follows:

Claim 1. A gaming device comprising:

a controller;

a display device connected to said controller;

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at least one reel displayed by said display device;  
at least one symbol displayed on said reel;  
means connected to the controller for selecting one of said symbols; and  
at least one payable display for said selected symbol stored in said controller;

whereby selecting said symbol causes said controller to cause said display device to display a payable display for said selected symbol.

Claim 11. A method of providing payable information for a gaming device comprising the steps of:

- (a) displaying at least one symbol on at least one reel controlled by a controller of said gaming device;
- (b) enabling a player to select said symbol; and
- (c) displaying at least one payable associated with said selected symbol when the player selects said symbol.

Claim 34. A gaming device comprising:

- a plurality of reels;
- a plurality of symbols on said reels;
- a display device for displaying said reels and symbols;
- a touch screen connected to the display device for enabling a player to select at least one of said symbols;
- a payable display for at least one of said symbols; and

a processor operable to cause the display device to display the paytable display for said symbol when said symbol is selected by the player.

Claim 37. A gaming device comprising:

a plurality of reels having a plurality of symbols;

a paytable associated with said symbols;

a display device operable to display said reels, symbols and paytable;

a symbol selector; and

a processor operable to cause said display device to display said symbols and upon player selection of one of said symbols using the symbol selector, cause the display device to display a part of the paytable associated with said symbol.

Claim 39. A method of operating a gaming device, said method comprising:

displaying a plurality of reels and a plurality of symbols on the reels;

enabling a player to select one of the symbols; and

displaying a part of paytable associated with the selected symbol upon the player selection of said symbol.

Claim 42. A gaming device comprising:

a processor;

a display device controlled by said processor;

a memory connected to said processor, said memory storing at least one payable that is associated with a symbol;

at least one reel displayed by said display device, said reel displaying said symbol; and

a symbol selection device configured to enable selection of said symbol by a player, wherein the processor is configured to retrieve at least a portion of said payable from the memory and cause the display device to display said payable associated with said symbol upon selection of said symbol by the player.

Claim 44. A gaming device comprising:

a plurality of reels having a plurality of symbols;

a payable associated with said symbols;

a display device operable to display said reels, symbols and payable;

a symbol selector; and

a processor operable to cause a random generation of a plurality of said symbols, cause said display device to display said randomly generated symbols and upon player selection of one of said symbols using the symbol selector, cause the display device to display a part of the payable associated with said symbol.

Claim 46. A method of operating a gaming device having a plurality of symbols, said method comprising:

displaying a plurality of reels and a plurality of randomly generated symbols on the reels from said plurality of symbols;

enabling a player to select one of the randomly generated symbols; and  
displaying a part of payable associated with one of the randomly  
generated symbols upon the player selection of said randomly generated symbol.

Claim 49. A gaming device comprising:

a game operable upon a wager by a player;  
a plurality of reels in the game;  
a plurality of symbols on each of the reels;  
at least one payline associated with the reels;  
a plurality of different winning combinations of said symbols;  
a plurality of awards, each award resulting from one of said winning  
combinations of symbols occurring on said payline;  
means for enabling a player to select one of the symbols on the reels; and  
a display device operable to display said reels, symbols, payline, and  
winning combinations of symbols, wherein upon the player selecting one of said  
symbols, the display device displays a table of the winning combinations of symbols  
which include said selected symbol over at least part of the displayed reels.

5. I submit this Supplemental Declaration in response to the Examiner's  
obviousness rejection under 35 U.S.C. §103(a) of Claims 1-8 and 11-48 of the above-  
identified application.

6. Based on the statements from my previous declaration and as set forth

herein, from 1975, when video slot machines were first introduced, until the claimed invention as set forth above, a need existed in the slot machine industry to simplify the display of complicated paytables, and particularly payable information concerning specific symbols displayed on the reels.

7. Based on the statements from my previous declaration and as set forth herein, this need for simplification and convenience existed for over twenty-five years.

8. Based on the statements from my previous declaration and as set forth herein, from 1975, when video slot machines were first introduced, to my knowledge, various gaming device manufacturers have previously attempted to develop gaming devices having features for simplifying and enabling a player to sort through unwanted payable symbols and combinations or to determine and understand winning symbol combinations for certain symbols.

9. The first example of such features is the addition of the "previous" button to video slot machines in about 1999. Before then the player could only use a "next" button to view the multiple payable screens of video slot machines. The "previous" button was added by gaming device manufacturers to enable a player to look at the previous screen (in addition to looking at the next screen) which enables the player to more easily navigate the numerous payable screens in video slot machines.

10. The next example is the addition of the highlighting of winning symbol combinations in a payable after a win such as in video draw poker games where the payable is displayed on the screen and the relevant win in the payable is highlighted.

11. The next example is the addition of the boxing of the symbols on the reels which are part of the winning symbol combinations along the payline in video slot

machines.

12. The next example is the clear aligned arrangement of the display of the groups of winning symbol combinations for each symbol which is part of a winning combination in each page of the paytable as illustrated in the examples attached to my previous declaration.

13. Based on these examples and my knowledge of the gaming device industry, I believe that gaming device manufacturers have been working on simplifying the display of paytable information for players for many years, prior to the present invention and there has been a long felt need for the simplification of the display of payable to players for many years prior to the present invention.

14. Based on the statements from my previous declaration and as set forth herein, from 1975, when video slot machines were first introduced, to my knowledge, during the time period from 1975 to 2000, no gaming device manufacturers offered featured the ability to select payable information concerning one of the symbols on a reel in video slot machines by selecting that symbol.

15. Based on the statements from my previous declaration and as set forth herein, from 1975, when video slot machines were first introduced, to my knowledge, no gaming device existed prior to 2001 that included selection of a symbol displayed on a displayed reel and display of payable information concerning that selected symbol.

16. Based on the statements from my previous declaration and as set forth herein, from 1975, when video slot machines were first introduced, I believe there was a long-felt but unmet need for a gaming device, as in Claim 1, including a controller, a display device connected to the controller, at least one reel displayed by the display



device, at least one symbol displayed on the reel, means connected to the controller for selecting one of the symbols, and at least one payable display for the selected symbol stored in the controller, whereby selecting that symbol causes the controller to cause the display device to display a payable display for that selected symbol.

17. Based on the statements from my previous declaration and as set forth herein, from 1975, when video slot machines were first introduced, I believe there was a long-felt but unmet need for a method of providing payable information for a gaming device, as in Claim 11, including the steps of (a) displaying at least one symbol on at least one reel controlled by a controller of the gaming device, (b) enabling a player to select that symbol, and (c) displaying at least one payable associated with that selected symbol when the player selects that symbol.

18. Based on the statements from my previous declaration and as set forth herein, from 1975, when video slot machines were first introduced, I believe there was a long-felt but unmet need for a gaming device, as in claim 34, including a plurality of reels, a plurality of symbols on those reels, a display device for displaying the reels and symbols, a touch screen connected to the display device for enabling a player to select at least one of those symbols, a payable display for at least one of those symbols, and a processor operable to cause the display device to display the payable display for the symbol when the symbol is selected by the player.

19. Based on the statements from my previous declaration and as set forth herein, from 1975, when video slot machines were first introduced, I believe there was a long-felt but unmet need for a gaming device, as in Claim 37, including a plurality of reels having a plurality of symbols, a payable associated with the symbols, a display

device operable to display the reels, symbols and payable, a symbol selector, and a processor operable to cause the display device to display the symbols and upon player selection of one of the symbols using the symbol selector, cause the display device to display a part of the payable associated with the symbol.

20. Based on the statements from my previous declaration and as set forth herein, from 1975, when video slot machines were first introduced, I believe there was a long-felt but unmet need for a method of operating a gaming device, as in Claim 39, including displaying a plurality of reels and a plurality of symbols on the reels, enabling a player to select one of the symbols, and displaying a part of payable associated with the selected symbol upon the player selection of that symbol.

21. Based on the statements from my previous declaration and as set forth herein, from 1975, when video slot machines were first introduced, I believe there was a long-felt but unmet need for, a gaming device, as in Claim 42, including a processor, a display device controlled by the processor, a memory connected to the processor, the memory storing at least one payable that is associated with a symbol, at least one reel displayed by the display device, the reel displaying the symbol, and a symbol selection device configured to enable selection of the symbol by a player, wherein the processor is configured to retrieve at least a portion of the payable from the memory and cause the display device to display the payable associated with the symbol upon selection of the symbol by the player.

22. Based on the statements from my previous declaration and as set forth herein, from 1975, when video slot machines were first introduced, I believe there was a long-felt but unmet need for a gaming device, as in Claim 44, including a plurality of

reels having a plurality of symbols, a paytable associated with the symbols, a display device operable to display the reels, symbols and paytable, a symbol selector, and a processor operable to cause a random generation of a plurality of the symbols, cause the display device to display the randomly generated symbols and upon player selection of one of the symbols using the symbol selector, cause the display device to display a part of the paytable associated with that symbol.

23. Based on the statements from my previous declaration and as set forth herein, from 1975, when video slot machines were first introduced, I believe there was a long-felt but unmet need for a method of operating a gaming device having a plurality of symbols, as in Claim 46, including displaying a plurality of reels and a plurality of randomly generated symbols on the reels from the plurality of symbols, enabling a player to select one of the randomly generated symbols, and displaying a part of payable associated with one of the randomly generated symbols upon the player selection of that randomly generated symbol.

24. Based on the statements from my previous declaration and as set forth herein, from 1975, when video slot machines were first introduced, I believe there was a long-felt but unmet need for a gaming device, as in Claim 49 including a game operable upon a wager, a plurality of reels in the game, a plurality of symbols on each of the reels, at least one payline associated with the reels, a plurality of different winning combinations of the symbols, a plurality of awards, each award resulting from one of the winning combinations of symbols occurring on the payline, means for enabling a player to select one of the symbols displayed on the reels, and a display device operable to display the reels, symbols, payline, and winning combinations of symbols, wherein upon

the player selecting one of the symbols, the display device displays a table of the winning combinations of symbols which include that selected symbol over at least part of the displayed reels.

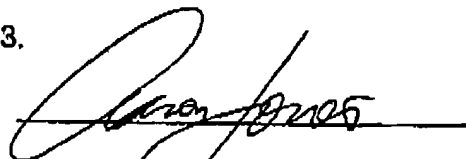
25. This long-felt but unmet need for gaming devices and methods as set forth in the above independent claims is further demonstrated by the three independent articles, copies of which are attached hereto. I believe that these three articles describe the advantages of the above claimed invention and the long felt need for the above claimed invention. For example, one of the articles states that:.

In addition to laughs, the game also offers a feature that will most certainly become an industry standard: Sigma's "Smart Touch" technology. If you want to know how much a symbol is worth on any of Sigma's new video slots, simple touch it. The credit amount is revealed right on that screen. No longer do you have to stop your play and rummage through page after page of "help" screens before you find the item you're looking for; all the info you need is at your fingertips.

This independent objective evidence clearly sets forth the problem which the present invention solved, the long felt need for a solution, and the solution provided by the claimed invention as set forth above.

I hereby declare that all statements made herein of my own knowledge are true and that all statements made upon information and belief are believed to be true; and further that these statements and the like so made are punishable by fine or imprisonment, or both, under § 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the patent.

Executed this 23rd day of August 2003.



Aaron Jones



# A Look Ahead...

**I**T'S THAT TIME AGAIN—A BRAND-NEW YEAR, WHEN ANYTHING SEEMS POSSIBLE.

Now is when we make lists of things we swear to ourselves we'll do... or that we'll never do again.

For me, there's always a sense of anticipation when the new year arrives. I look forward to everything the next 365 days may bring, often trying to guess what could be just around the corner.

Already I know that this year promises a number of exciting things—at least when it comes to slots!

In this issue of *Strictly Slots*, you'll find Part One of my "Slots 2003" feature article. We had to make it more than a one-part feature, because, quite simply, there are too many great games to talk about. Try as I might, I couldn't contain the feature in the seven pages of the magazine allotted to me. There are new video slots and new reel games and variations on old but much-loved themes. New technology has made it possible to have truly unbelievable graphics, incredible sound, and bonus rounds that will blow you away.

In 2003, we'll see *The Blues Brothers*, *Bowzer*, and *Sinatra* mixing it up with mermaids, *Little Green Men*, and talking mice. *Othello*, *The Game of Life*, and *Uno* will move from kitchen-table memories to highly charged casino floors. We'll be building hamburgers, clowns, and our own bonuses. We'll be stacking dice, digging for treasures, and answering trivia. We won't have to deal with coins if we don't want to, and free spins will be awarded generously. Slots will pay homage to *The Honeymooners*, *M\*A\*S\*H*, and *The Beverly Hillbillies*. And if we want to know what a symbol pays, we won't have to sift through help screens; we only have to touch the screen.

Dollar slots will receive new life, but it's the penny slot that will really take center stage. We'll be able to play 200 coins per spin and not have it break our bank accounts.

We'll all love Lucy, we'll toast Robin Leach, and Whoopi Goldberg will take the center square. And if that's not enough laughter for you, we'll bow to Mel Brooks and gather credits in the castle of *Young Frankenstein*.

While Playboy Bunnies prance, we'll chase ghosts, rope cows, and lead a convoy on 18 reels.

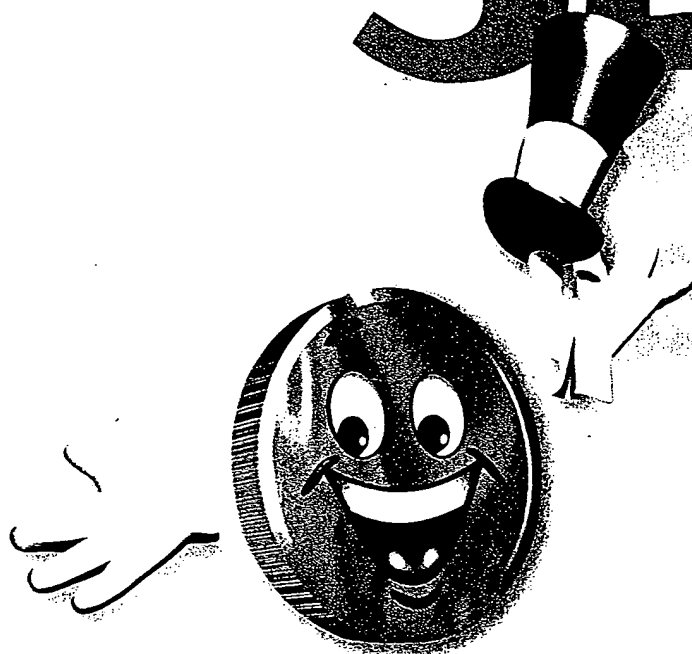
Yes, there's plenty to be excited about. And as I interviewed the people behind all the games we love to play, I listened while they told me about the machines that we'll find on the casino floors over the next 12 months. You could hear it in their voices, too: that sense of anticipation. That excitement. They were all like kids describing their Christmas toys.

So, enjoy this look at the year ahead. Then make a resolution you'll want to keep. Promise yourself you'll save up your pennies and give the newest slots a try. This time next year, you'll be glad you did!

—Melissa Raimondi, Editor

Feel free to contact Melissa Raimondi via e-mail at [mrailmondi@casinocenter.com](mailto:mrailmondi@casinocenter.com).

# SLOTS



See what the world's  
top slot manufacturers  
have in store for you!

by Melissa Raimondi

*Second of a two-part feature*

**L**ast September, we took you inside the industry's largest gaming show, the Global Gaming Expo (G2E), for a sneak peek at the world's leading slot manufacturers' latest creations ("The Future of Slots," *Strictly Slots*, Vol. 4, No. 9). And last month, we started following up on those brand-new slots, talking with the creators and discovering what they have planned for us in 2003.

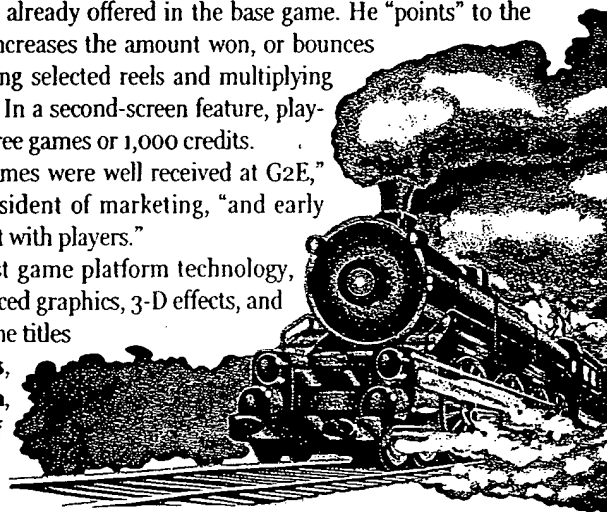
We're learning which slots have the manufacturers buzzing. Like kids at Christmas, they are anxious to share their latest toys. And no wonder! These new slots are guaranteed to keep us slot lovers entertained throughout the new year!

## *Aristocrat Technologies, Inc.*

Since G2E, Aristocrat has experienced a tremendous amount of success with its main 2003 offerings. The first, and perhaps most unique, is the Mr. Cashman bonusing concept. On each of the machines in this series, there is the option of buying the Mr. Cashman bonus feature for an extra wager. Once "purchased," Mr. Cashman, a happy little coin figure, pops up on the screen and offers five bonus events *in addition* to those already offered in the base game. He "points" to the win meter and magically increases the amount won, or bounces across the screen, respinning selected reels and multiplying the win by a random value. In a second-screen feature, players can win as many as 40 free games or 1,000 credits.

"Our Mr. Cashman games were well received at G2E," says Kent Young, vice president of marketing, "and early indications are that it is a hit with players."

The company's newest game platform technology, **MKVI**, offers players enhanced graphics, 3-D effects, and bonus features. Popular game titles such as **Double Dolphins**, **Scatter Magic II**, **Geisha**, **Tiki Torch**, **Flame of**





**Olympus** and **Go For Green** have been released on the new platform, and so far, they, too, appear to be hits. According to Young, "Our games have proven to be extremely popular in casinos throughout the country. The games are so popular, they are outperforming other games by as much as four times!"

"We've also introduced the MKVI version of our **Cash Express Penny Train** games," Young continues. "Penny Train features our popular Cash Express Hyperlink progressive in one- and two-cent denominations. At some casinos, players are standing in line for a chance at the random Hyperlink bonus progressive jackpots."

## Atronic

At the family-owned Atronic, the big news is big jackpots. The U.S. branch of the company is based in Arizona, and it is in that state that they have launched their first wide-area progressive. The progressive will eventually be installed in 14 Arizona casinos, and at press time the process was about 70 percent complete.

The first machine in the progressive link is **Sphinx Magic**, which was recently named as one of the year's Top 20 Most Innovative Products. (The company actually took a whopping three of the coveted awards; in addition to Sphinx Magic, **Atlantica** and **E-Motion** were also named.)

"It's exciting to finally have Sphinx Magic in the field," says Marketing Manager Katie Davis. "The reaction has been more than positive. People are lining up two to three deep to play it."

The game was actually released as **Arizona Magic**; it has yet to be released under the Sphinx title as a stand-alone slot. The popularity of the game is no surprise. It offers a lot of time on the device—a key to its success. And, players go into the bonuses frequently.

"The bonus is in what we call the 'Magic Cards,'" explains Davis. "It's Atronic's own invention. In the top, instead of a wheel, you've got different card decks that spin. You get to see all of the amounts. It's really interactive. You see what you could win each time."

Sphinx Magic has many other such features. In Sphinx II, you can choose to "win one way," which pays left to right, or you can play "two ways," which pays left to right and right to left. "You're betting a little more," states Davis, "but you're getting a lot more hit frequency and you're winning more often overall. We decided to let the players decide on Sphinx II, and we kept

that feature in Sphinx Magic."

"We did some focus groups in Las Vegas in the development of Sphinx Magic," says Game Design Manager Jason Stage. "That's one of the things that we discovered. The players really like the feeling of control that they get with being able to select win one way or win two ways. That naturally leads in to having a two-level jackpot."

There are two levels to the nickel-denomination, wide-area progressive. The first level, which is simply called the "Jackpot," starts at \$50,000, and the second level, the "Magic Jackpot," starts at \$100,000. The max bets are 27 coins to play one way, or 54 coins to play two ways. But the player can win on any active payline. In other words, you don't have to bet the maximum number of coins to be eligible for the progressive. You simply have to play the max bet of three coins on at least one payline to win the Jackpot, or six coins on a payline to win the \$100,000 Magic Jackpot.

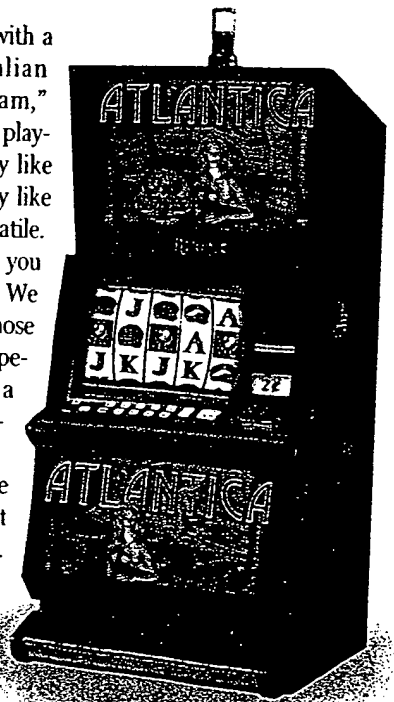
A final thing that makes Sphinx Magic unique: Using the company's proprietary flip-card technology, this is the first progressive jackpot that can also be won in the bonus (as opposed to just the base game).

"So," Davis sums up, "you've got nine lines, plus 'Win Two Ways'—that's 18 chances—*plus* the bonus. So that's 19 chances to win every time you spin." And the jackpots are paid out in one lump sum.

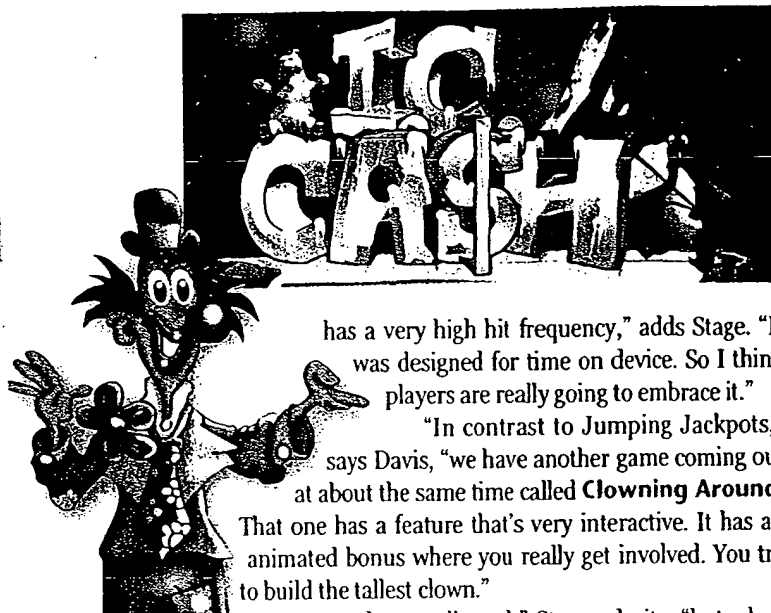
Two other slots that are performing very well for Atronic are **Atlantica** and **I.C. Cash**. Both are visually stunning slots. **Atlantica** features an underwater theme, with sunken treasures and the "guide" for the game, a lovely mermaid who leads you into her chamber for a bonus round. And **I.C. Cash**'s cast of characters, including "Enrico Penguini" and the "Hasta-la-vista" bear are just two examples of Atronic's creativity and graphic flair.

"Jumping Jackpots came with a lot of work from our Australian research and development team," Davis explains. "In Australia, the players are very sophisticated. They like the free game concept, and they like games that are slightly more volatile. They feel if you're going to win, you should win a reasonable amount. We found that we can use a lot of those concepts [here in the States], especially in places where there are a lot of local players. They are similar to the Australian players."

In addition to free games, the slot also features a "Sleeping Slot Sombrero Man" wild feature. When the two are considered together, it makes for a very exciting and volatile game. "It







has a very high hit frequency," adds Stage. "It was designed for time on device. So I think players are really going to embrace it."

"In contrast to Jumping Jackpots," says Davis, "we have another game coming out at about the same time called **Clowning Around**. That one has a feature that's very interactive. It has an animated bonus where you really get involved. You try to build the tallest clown."

It sounds complicated," Stage admits, "but when you play it, it's very easy to understand what's going on."

Adding a mystical touch to Atronic's game library is the **Sign of the Zodiac**. The game features innovative bonuses and the player's horoscope, as well as a new approach to free games.

Finally, there is **Ghost Hunter**, an adorable slot that stars a Casper-type Baby Ghost. There is also the wild "Joker" ghost, and the "King Ghost." Naturally, the reels are all fully animated.

In one of the bonus rounds, the player competes with the Ghost Hunter to capture as many ghosts as he can. The screen is filled with floating ghost eyes, and the player touches the screen, collecting credits, until he finds the "Bad" ghost. At the same time, the Ghost Hunter is trying to capture ghosts. A second bonus round has the player attempting to build his own bonus.

"It's very cute," says Stage, whose team created the slot.

## Konami Gaming, Inc.

Konami Gaming, Inc.'s strength is in its innovative, technology-based video slots. The company's creative graphics, engaging sounds, and imaginative game themes consistently keep players entertained (thus, providing value for casinos).

In 2003, Konami's big push will be in the launch of an exciting new game platform known as Reel New Age, or **ReNea™**. ReNea™ incorporates the simplicity of traditional stepper reels and the most thrilling properties of video slot machines to create an entirely new gambling experience.

The reels, located in the top box, are projected onto a TFT-LCD monitor by using mirrors located in the cabinet. The monitor is placed deep within the cabinet, which creates a more personal gaming

experience and deflects external lighting. This ensures richer colors and crisper images.

ReNea™ has been designed with player comfort in mind. The distance between the player and the screen makes longer gambling sessions easy on the eyes—a welcomed relief for the dedicated slot player!

A new sound system has been designed specifically for ReNea™. Two standard speakers are positioned above the monitor and a woofer is positioned behind the belly glass. The result is that players feel as well as hear the games' sounds and music.

The first ReNea™ games to be released will be **Jackpot Sluggers™**, a baseball-themed game; **Golden Saloon™**, boasting a Wild West theme; and **Ninja Ninja™**, which, not surprisingly, features a martial arts theme.

The company anticipates ReNea™'s release will come in the second quarter of this year.

According to Marketing Coordinator Shelli Sibert: "Konami Gaming's commitment is to create exciting new platforms and games that will not only excite players but provide casinos with popular revenue-producing machines."

And with the release of ReNea™, the company proves it keeps its commitments.!

## Mikohn



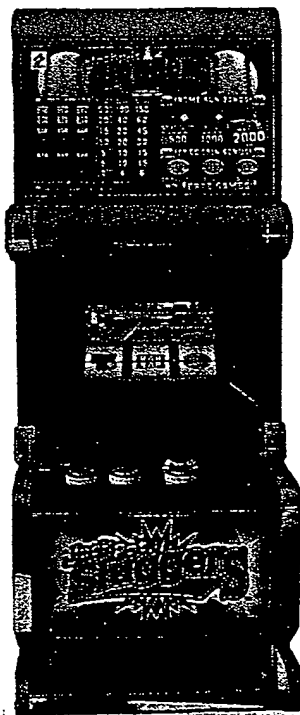
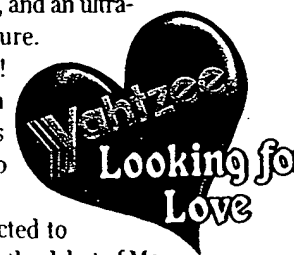
Mikohn, the company that pioneered strategy-based bonus games, continues its visionary status with regard to new and creative content. "We had a very successful show," states Olaf Vancura, vice president of game development. "Three titles fared very,

very well and received outstanding feedback."

**Trivial Pursuit Easy As Pie** is now starting to be placed in casinos. Continuing the success Mikohn has had with knowledge-based games, starting with the original Ripley's Adventures in Trivia slot, the Trivial Pursuit game offers players the chance to choose their favorite category. The game's top box immediately changes to reflect the associated color. "In this way," explains Vancura, "players can actually customize the Trivial Pursuit game to their liking." The game features two bonus rounds that have trivia Q&As, one bonus round that can be instantly repeated, and an ultra-high frequency free-spin base game feature.

Not an expert at trivia? No worries! Although the game features trivia found in the original board game series, the answers are multiple choice, and you can keep guessing until you get it right!

**Yahtzee Looking for Love**, expected to appear in the first quarter of 2003, features the debut of Ms. Pips (the counterpart to Mikohn's Mr. Pips character). The game



revolves around a match-making theme. In one of the most engaging bonus games in recent years, the player is tasked with stacking a group of Mr. Pips dice to try to reach the fair maiden—Ms. Pips—who stands on a trellis above. In this bonus, the player successfully stacks another Mr. Pips character by guessing whether the current character is higher or lower than the character immediately beneath him.

"Yahtzee Looking for Love looks like it will be a very successful follow-up to the flagship Mikohn Yahtzee series of slots," predicts Vancura. "It's great fun, whether you make it all

the way to the top (starting the Honeymoon bonus) or collapse to the grass below."

**Ripley's Believe It or Not! Treasures of the World** is Mikohn's follow-up to the original Ripley's Believe It or Not! game, named the "Most Innovative Video Slot" by readers of



*Strictly Slots*. "Readers who voted for the original Ripley's will not be disappointed in this sequel," states Vancura with confidence.

Also scheduled for release in the first quarter of the new year, the game features odd and fascinating trivia. The lovable Rip bird is your helper, celebrating your victories, commiserating your defeats, and occasionally giving you the right answers. In the Treasures of the World bonus, players first choose a passport to reveal a starting continent. Each continent has its own animal and nine objects. Players choose objects to reveal awards and, in some cases, additional picks. Some objects hide a "warp" to the next continent. "Players rack up credits in this bonus," Vancura explains. "The ultimate goal is to make it to Australia, where a secret 'shrimp on the barbie' hides a huge Global Bonus."

With this game, Mikohn also continues to pioneer new game play techniques with what it calls the "Discovery Feature" series. Here, players may "hunt" for oddities within the game (such as the U.F.O. feature and Uncle Sam feature). Discovering the hidden features yields additional awards.

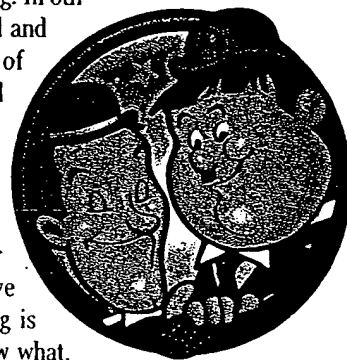
## Shuffle Master

For Shuffle Master, the big push has been in licensing popular icons of American pop culture. The company has a number of proprietary slot games currently in the market, including **Press Your Luck** (the company's first internally developed game), **The Three Stooges**, **The Honeymooners**, and **Let's Make A Deal**.



Future games may be developed internally, or in cooperation with other companies. Shuffle Master views its theme license agreements and internal game titles as a valuable portfolio of game concepts. In addition to those mentioned above, these titles include: **Hollywood**, **Rubik's Cube**, **Spider-Man**, **Bigfoot**, **Budweiser**, **Laurel & Hardy**, **Marvel Comics**, and **Super Dave**.

"Because we are the little guy, we try to be innovative," says Senior Vice President Brooke Dunn. "We try to capture the essence of the theme that we are using. In other words, when we talk about Laurel and Hardy, we try to build the humor of Laurel and Hardy into the game and stay true to the license. That's why we purchased that license. Like the Super Dave game. He is the Wyle E. Coyote of human beings. Nothing right is going to happen for Super Dave. So when you see Super Dave doing a stunt, you *know* something is going to happen. You just don't know what. And that's what we try to use."



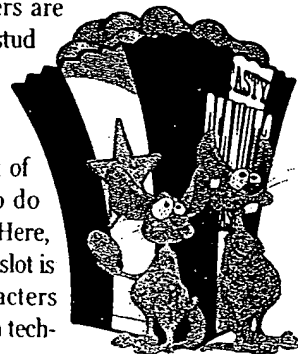
## Sigma

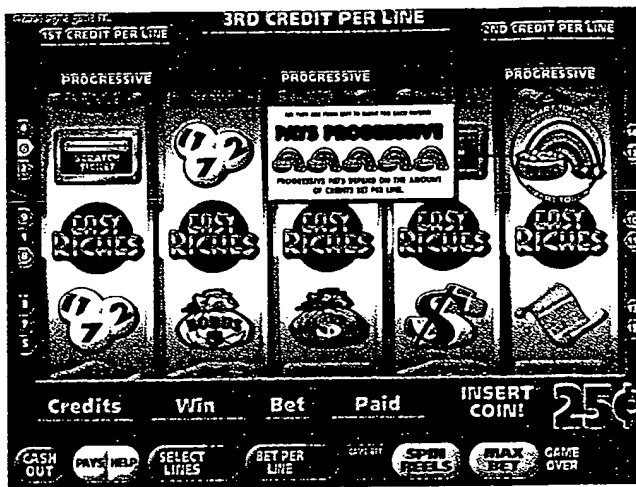
Sometimes, during the early phase of a game's release, it becomes apparent that some modifications need to be made.

Such is the case with Sigma's **10-7 Poker**. The learning curve on the new game seems to have dampened the response to a machine that, once you "get" the concept, offers a lot of fun for players. "Let's say this game is at 98% or 99%," says Sigma's President and CEO Jim Jackson. "If someone walks up to it and plays it without having good strategy, then it's going to play at around 92%, and the player is going to think he's being ripped off. So our plan is to offer this game at over 100% with optimal play and to advertise that fact, so at least the player will walk up to it with the thought that they have a chance on it. So, even though they may make mistakes, at least they will realize the game is designed to give them over 100% if they take the time to learn to play it well."

"We're also going to change the name of it, because we hear that the players are confused and don't realize it's a stud game. So, we're going to call it '10-Hand Stud Poker' and see if that doesn't help it out."

A game that generated a lot of excitement, and is expected to do extremely well, is **For Peanuts**. Here, every engaging element of a video slot is represented, from cuddly characters and fantastic sound to the latest in tech-





nology and an excellent hit frequency. Again, refinements were made following G2E. In one of the bonus rounds, the animated mouse, Moe, is thrown up against a dartboard while Ellie the elephant shoots peanuts at him. Depending upon where the peanuts land on the bull's-eye (or on Moe), a credit amount is offered. And here's a little secret: While Moe is stuck to the board, tickle his tummy. It's a reaction that is good for a giggle!

In addition to laughs, the game also offers a feature that will most certainly become an industry standard: Sigma's "Smart Touch" technology. If you want to know how much a symbol is worth on any of Sigma's new video slots, simply touch it. The credit amount is revealed right on that screen. No longer do you have to stop your play and rummage through page after page of "help" screens before you find the item you're looking for; all the info you need is at your fingertips.

The company's new dollar stepper slots were designed mathematically to provide the dollar player with the kind of excitement he expects in a game. If you line up certain symbols, the slot goes into a "Hot Streak," and pays either bonuses or gives you automatic wins every time you play. The slot will soon go into field testing. "We're anxious to see if the players get that the symbols have meaning," says Jackson. "There could be a bit of a confusion factor here. We're going to put them out there and see how it goes. What we're hoping is that the players will experience the Hot Streak mode. On regular dollar slots, you rarely, if ever, get two wins in a row. On these games, you could have multiple wins every time you spin. You just don't get that in other slots."

In three to six months, also look for the **Lava** games, which, like the popular **Easy Riches**, offers a triple progressive.

Of all the slots Sigma expects to roll out in 2003, **The Game of Life—The Times of Your Life** is expected to generate the most excitement. Its bonus rounds take you from the 1920s to the '70s, with icons of the eras coloring the bonus rounds. It plays very differently from the first version, **The Game of Life**, and modifications have been made to the sequel to further differentiate **The Times of Your Life** from the original model.

This is the game that most excites Jackson. "I see this as a franchise," he says. "This is a game that lends itself to so many different potential categories for a slot. We want to do a car giveaway with **The Game of Life**. So many squares on the board game deal with the significant moments in your life, like buying a car and vacations and college scholarships. There are so many cool ways to reward the player for playing. My plan is, in the next 12 to 18 months, to offer so many different product categories under **The Game of Life** umbrella that they won't compete against each other."

## WMS Gaming

Lucky for us slot players, it seems there is no end in sight for variations on the incredibly popular

Monopoly series of slots.

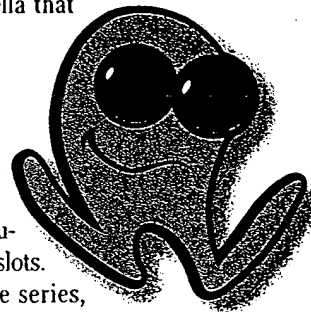
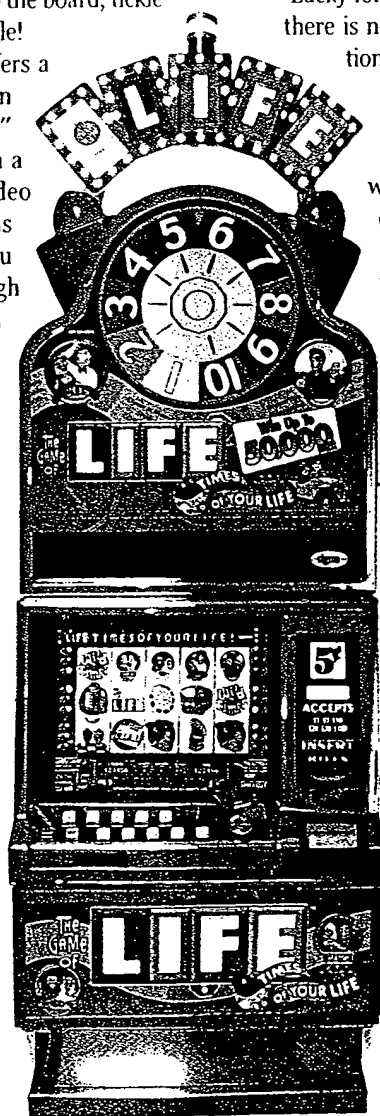
The latest game in the series, **Hot Properties**, goes back to the board with the main bonus round, while providing three other entertaining and true-to-the-board game bonus rounds. The game has just been released in several markets, including a rollout in Nevada over the holidays.

"WMS is also on the verge of releasing the latest in both the **PacMan** and **Hollywood Squares** series," says Larry Pacey, vice president of game development.

**PacMan Frenzy** is a 15-line, frantic free-spins game based on the famous yellow character. "With reel symbols like a **PacMan** Wild, ghosts, and power pills," says Pacey, "players can have fun playing two exciting bonus games." Three scattered Free Spin Frenzy symbols trigger the bonus round, where the player receives seven free spins. With each spin, a winning combination is multiplied by a multiplier that increases with each spin, starting from 2x and progressing to 3x, 4x and 5x.

Three scattered Maze symbols triggers the new Maze Bonus. "The player will pick a power pill and watch **PacMan** race around the maze to reach the power pill," explains Pacey. "If he is successful, four ghosts will appear and the player will choose one to reveal more credits."

**Hollywood Squares—The Center**





Square—2.0 offers dual-screen game play and features Whoopi Goldberg and five other celebrity characters. Three scattered "Walk of Stars" symbols award five free spins in which players earn extra bonuses for each Star symbol collected on the reels. In this entertaining sequence, Whoopi dances her way across the top screen showing the player how much the stars are worth.

Three "Celebrity Match" symbols on a payline trigger the second screen bonus, hosted by Whoopi. Players pick tiles, trying to match as many celebrities as possible before matching three "Stoppers." If the player can collect three "Question Marks," they trigger the "Question Bonus." Here, players choose one of celebrities to answer a bonus question. The more picks it takes to trigger this bonus, the greater the value of a correct or incorrect answer.

The luck of the Irish has arrived in casinos on WMS' latest nine- and 20-line, five-reel video slot machine, **Leprechaun's Gold**. "Once three scattered rainbows are triggered," explains Pacey, "you travel over the rainbow and start selecting pots of gold. You win credit amounts with each successful pick, but you have to watch out for 'Lucky.' When you select a pot of gold with Lucky inside, he whisks you off to his house and has you select one last pot of gold." The good news is, according to Pacey, "one

of the pots inside Lucky's house always contains one very large credit amount."

In **Jackpot Stampede**, WMS has taken its popular three-reel stepper game to a whole new level with this dual-screen video slot version. With reel symbols like cowboys, spurs and horseshoes, players can have fun roping cows and the elusive "cash cows" off the reels to the corral located on the top screen. Here, you win bonus credits with the sounds of the Old West playing in the background. This is classic WMS humor at its best!

**X-Marks the Spot** takes the player on a pirate adventure packed with entertaining characters and bonuses.

Again, free game features are used, generating more excitement with each spin. Two scattered "Wild Ship" symbols on the first

and last reels start the "Pirate Ship Bonus." This bonus awards five free games where the Wild Ship reels are held while the middle three reels re-spin. If the ship on the fifth reel sinks at the end of the fifth spin, the bonus for the free spins are doubled.

Three "X-Marks the Spot" symbols on a payline start the "Treasure Hunt" bonus. This is where WMS' creativity really shines. In this bonus, Peg-Leg Pete visits up to four separate islands in search of Captain Willy's buried treasure. The player touches sections of the map to dig up the booty. Beware of the Skulls, because finding three of these will end the bonus. Finding a buried Shield protects against a future Skull. If an "X Marks the Spot" is found, Peg-Leg visits a brand-new and potentially more valuable island. If a "Treasure Map" is found, all the remaining treasures on the island are awarded.

A new platform is also being introduced this year. WMS has reinvented the three-reel stepper slots with the advent of the **3RV** (Three Reel Video) platform. "This video reel-based stepper offers enhanced visuals, sounds, animated reel symbols and game-play features never before imagined in the three-reel marketplace," says Pacey. "The first series of games have been released and are performing extremely well, with future games that further expand on the capabilities of the platform due out later this spring." Currently released 3RVs include **Kaleidoscope**, **Double Wild and Loose**, and **High Speed**.

In the second half of 2003, WMS will launch new games based on **CPU-NXT** and the new, ergonomically engineered **Bluebird** cabinet. CPU-NXT is a powerful gaming platform that provides for richer looking graphics and smooth full-screen animations. According to Pacey, it "unlocks the door for whole new types of gaming experiences."

The first wave of CPU-NXT games were shown at G2E this year, including **Milk Money**, **Quackers**, **Rich Little Piggies**, **Rakin' It In**, and **Life of Luxury 2—The Best Things in Life**.

So there you have it! A look into the future. And what a future it promises to be! Full of fun for every level of slot play. Fun, in fact, is the common theme running through all of the manufacturers' creations. So get those slot club cards out, and get ready. 2003 is going to be an action-packed, highly animated, interactive ride on the way to hitting the big one! ●

